Listing of Claims:

Claims 1-75 (Canceled)

76. (New) For use in a game system having a first game apparatus containing a first processor, and a separately housed portable game system containing a second processor and a discrete display device, a method of operating said game system comprising the steps of:

(a) executing a first game program in said first processor to generate first polygon data that represents plural body parts of a first 3-dimensional player-controlled character moving in a first simulated 3-dimensional game world for display on a first display device;

(b) mapping textures onto said first polygon data that represent said first player-controlled character;

(c) digitally transferring game data from said first processor through a data transmission link to said second processor;

(d) executing a second game program in said second processor to generate second polygon data in accordance with said transferred game data in said portable game system; and

(e) mapping textures onto polygons in said second polygon data that represent plural body parts of a second 3-dimensional player-controlled character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game system.

77. (New) The method of claim 76, wherein said discrete display device is a liquid crystal display (LCD) device.

78. (New) The method of claim 76, wherein at least one of said processors cooperates with a graphics coprocessor for texture mapping said polygon data.

79. (New) The method of claim 76, further comprising the step of mapping textures onto third polygon data that represents a 3-dimensional object moving in said second simulated game world for display on said discrete display device in said portable game system.

80. (New) The method of claim 76, further comprising the steps of:

(f) generating game control data in said first processor to specify a least one variable of at least one of said body parts of said first player-controlled character;

(g) transmitting said game control data from said first processor through said data transmission link to said second processor;

(h) executing a third game program in said second processor to generate third texture mapped polygon data of said first player-controlled character in accordance with said variable specified in said transmitted game control data; and

(i) displaying said third polygon data on said discrete display device in said portable game system.

81. (New) The method of claim 80, wherein said variable represents at least one from the following group: location of said second character, direction of movement of said second character, orientation of said second character, size factor, object identifier, operation code, spatial coordinate, data to appear on a map, word menu, picture menu, terrain identifier, texture identifier, polygon identifier, and other variables.

82. (New) The method of claim 80, further comprising the step of generating third polygon data that represents said second player-controlled character in a first portion of said second simulated game world and later in a second portion of said second game world in accordance with said variable specified in said transmitted game control data.

83. (New) The method of claim 76, wherein said second processor comprises means for rendering said polygon data representing body parts of said second player-controlled character.

84. (New) The method of claim 76, further comprising the step of processing data in said first processor representing at least one from the following group: words, numbers, symbols, faces, maps, static pictures, picture menus, and/or other data that is transmitted from said first processor to said second processor to cause generation of data for display on said discrete display device.

85. (New) The method of claim 76, further comprising the step of enlarging a portion of an object in said second polygon data so as to display a portion of the object in greater detail on said discrete display device.

86. (New) The method of claim 76, further comprising the steps of:

(a) displaying a manually controlled indicator on a selected object displayed on said discrete display device; and

(b) generating third polygon data representing said selected object moving in said second game world under manual control for display on said discrete display device.

87. (New) The method of claim 76, further comprising the steps of generating said first polygon data of said body parts of said first player-controlled character in said second simulated game world in said portable game system in accordance with said transmitted game data.

88. (New) The method of claim 76, wherein said data transmission link is partly wireless.

89. (New) The method of claim 76, wherein said data transmission link comprises at least one wire.

90. (New) The method of claim 76, wherein said first and second player-controlled characters are substantially the same character.

91. (New) The method of claim 76, wherein said first and second simulated game worlds are substantially the same game world.

92. (New) The method of claim 76, wherein said first game apparatus is a portable game system.

93. (New) The method of claim 76, wherein said first display device is a liquid crystal display (LCD) device.

94. (New) The method of claim 76, further comprising the steps of:
(d) storing a third game program in said first game apparatus for execution in said second processor; and
(e) transmitting said third game program from said first processor through said data transmission link to said second processor for execution in said second processor.

95. (New) The method of claim 76, further comprising the step of transferring game data from said first game apparatus through a data transmission link to cause display of game images on more than one discrete display device.

96. (New) The method of claim 76, further comprising the steps of detecting a predetermined condition and modifying at least one of said polygon data if said predetermined condition is detected.

97. (New) The method of claim 96, wherein said predetermined condition is defined as one of said player-controlled characters contacting an object in one of said game worlds.

98. (New) The method of claim 96, wherein said predetermined condition is defined as one of said player-controlled characters being manually controlled to enter a predetermined area in one of said game worlds.

99. (New) The method of claim 96, wherein said predetermined condition is defined as manual selection of an object in one of said game worlds.

100. (New) The method of claim 96, wherein said predetermined condition is defined as one of said player-controlled characters grasping an object in one of said game worlds.

101. (New) The method of claim 96, wherein said predetermined condition is defined as one of said player-controlled characters moving away from an object in one of said game worlds.

102. (New)   The method of claim 96, wherein said predetermined condition is defined as one of said player-controlled characters moving toward an object in one of said game worlds.

103. (New)   The method of claim 96, wherein said predetermined condition is defined as the current display size of a body part of one of said characters being smaller than a predetermined amount and said modified polygon data represents an enlarged image of the character's body part.

104. (New): The method of claim 96, wherein said predetermined condition is defined as a manually operated object being in contact with a variable location on a touch sensitive surface in said portable game system.

105. (New): The method of claim 104, wherein said manually operated object is a finger of a human operator.

106. (New): The method of claim 96, wherein said predetermined condition is defined as a manually operated object moving in contact with a touch sensor in said portable game system.

107. (New): The method of claim 96, wherein said predetermined condition is defined as data entry into said portable game system of any of the following data: number, letter, symbol, word, cursor, map location, menu selection, highlight, icon selection, drag and drop, and/or manual operation of a control device.

108. (New): The method of claim 96, wherein said predetermined condition is defined as manual entry of a request for replay of a prior game display sequence for display on said discrete display device.

109. (New): The method of claim 96, wherein said predetermined condition is defined as manual entry of a request for a preview of a possible future game display sequence for display on said discrete display device.

110. (New): The method of claim 96, wherein said predetermined condition is defined as receiving into said portable game system said data transmitted through said data transmission link.

111. (New): The method of claim 96, wherein said predetermined condition is defined as generating of third data that represents a predetermined object for display on said first display device.

112. (New)   The method of claim 96, wherein said modified polygon data represents a body part of one of said characters.

113. (New)   The method of claim 96, wherein said modified polygon data represents a hand of one of said characters.

114. (New)   The method of claim 96, wherein said modified polygon data represents an area near a hand of one of said characters.

115. (New)   The method of claim 96, wherein said modified polygon data causes display of a modified body part of one of said characters.

116. (New)   The method of claim 76, wherein at least a portion of said transferred game data specifies any of the following variables: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, spatial coordinate, location, velocity, rotation, direction, orientation, data to appear on a map, word menu, picture menu, terrain identifier, texture identifier, polygon identifier, and/or other variables.

117. (New)   The method of claim 76, wherein at least a portion of said transferred game data specifies a variable direction of movement in said second data of at least one of said body parts of said second player-controlled character.

118. (New)   The method of claim 76, wherein at least a portion of said transferred game data specifies a variable location in said second data of at least one of said body parts of said second player-controlled character.

119. (New)   The method of claim 76, wherein at least a portion of said transferred game data is program instructions for execution in said second processor.

120. (New)   The method of claim 76, wherein at least a portion of said transferred game data is graphics data from which said second processor generates polygon data for display on said discrete display device.

121. (New)   The method of claim 76, wherein at least some of said body parts are articulated and bendable under control of at least one manually operable control device.

122. (New)   The method of claim 76, wherein at least some of said body parts comprise articulated fingers that are controlled by at least one manually operable control device.

123. (New)   The method of claim 76, wherein said body parts comprise any of the following: arm, leg, hand, finger, head, face, eye, mouth, claw, shoe, clothing, and other body parts.

124. (New)   The method of claim 76, wherein at least one of said
     player-controlled characters is like a human.

125. (New)   The method of claim 76, wherein at least one of said
     player-controlled characters is non-human.

126. (New)   The method of claim 76, wherein at least one of said
     player-controlled characters is an inanimate object having
     plural parts.

127. (New)   The method of claim 76, further comprising the steps
     of:
     digitally reading said second game program from a data
     storage device into said video game apparatus; and
     digitally transferring said second game program from said
     video game apparatus to said portable game system for
     execution in said second processor.

128. (New)   The method of claim 76, wherein said first game
     program is stored on a data storage device and wherein said
     video game apparatus reads said first game program from the
     data storage device into said video game apparatus for
     execution in said first processor.

129. (New)   The method of claim 76, wherein said second game
     program is stored in a program memory cartridge that is
     manually removable from said portable game system.

130. (New)   The method of claim 76, wherein at least one of said
     game programs is stored on a program/data storage disk
     that is read by a disk reader controlled by one of said
     processors.

131. (New)   The method of claim 76, wherein manipulation of at
     least one manually operated control device on said portable
     game system causes said second processor to generate
     control data that is transfered to said first processor to
     control generation of said first data.

132. (New)   The method of claim 76, further comprising the
     steps of generating movement of body parts of said first
     player-controlled character in response to manual oparation
     of a first control device; and generating movement of body
     parts of said second player-controlled character in response
     to manual oparation of a second control device.

133. (New)   The method of claim 132, wherein said first and
     second control devices are housed in the same handheld
     controller.

134. (New)   The method of claim 132, wherein said first and
     second control devices are housed in said portable game
     system.

135. (New) The method of claim 76, wherein at least one touch sensitive data entry device in said portable game system generates control data to control motion of at least one of said player-controlled characters.

136. (New) The method of claim 76, wherein at least one touch sensitive data entry device senses locations on said discrete display device of an object touching said data entry device.

137. (New) The method of claim 76, further comprising the step of generating data representing plural body parts of one of said characters moving from said first simulated game world to said second simulated game world.

138. (New) The method of claim 76, further comprising the step of generating data representing plural body parts of one of said characters moving from said second simulated game world to said first simulated game world.

139. (New) The method of claim 76, wherein said data transmission link is bi-directional.

140. (New) The method of claim 76, wherein said first and second game programs are stored in a data carrier.

141 (New): A data carrier for use in a first game apparatus containing a first processor that is digitally linked to a separately housed portable game system containing a second processor and a discrete display device, the data carrier carrying game program instructions and data comprising:

(a) first program instructions that cause said first processor to execute a first game program to generate first texture mapped polygon data that represents plural body parts of a first 3-dimensional player-controlled character moving in a first 3-dimensional simulated game world for display on a first display device;

(b) second program instructions that cause said first processor to transfer game data through a data transmission link to said second processor to cause said second processor to execute a second game program to generate second polygon data that represents plural body parts of a second 3-dimensional player-controlled character moving in a second 3-dimensional simulated game world; and

(c) said second processor further mapping textures onto said polygon data of said second player-controlled character for display on said discrete display device in said portable game system.

142 (New): The data carrier of claim 141, wherein said data carrier is a disk on which programs and data are stored.

143   (New): The data carrier of claim 141, wherein said data
        carrier is a semiconductor data storage memory.

144   (New): The data carrier of claim 141, wherein said data
        carrier is an optically coded disk.

145   (New): The data carrier of claim 141, wherein said first
        processor comprises a central processor and a graphics
        co-processor.

146   (New): The data carrier of claim 141, wherein said second
        processor comprises a central processor and a graphics
        co-processor.

147   (New): The data carrier of claim 141, wherein said first and
        second player-controlled characters are substantially the
        same character.

148   (New): The data carrier of claim 141, wherein said first and
        second simulated game worlds are substantially the same game
        world.

149   (New): The data carrier of claim 141, wherein said first and
        second simulated game worlds are different portions of the
        same game world.

150 (New): The data carrier of claim 141, wherein at least a portion of said transferred game data specifies any of the following variables: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, location, velocity, rotation, direction, orientation, spatial coordinates, data to be displayed on a map, word menu, picture menu, terrain identifier, texture identifier, polygon identifier, and other variables.

151 (New): The data carrier of claim 141, wherein said body parts comprise any of the following: arm, leg, hand, finger, head, face, eye, mouth, claw, shoe, clothing, tool, and other body parts.

152 (New): The data carrier of claim 141, further comprising program instructions that are downloaded from said first game apparatus through a data transmission link to said portable game system and executed in said second processor in said portable game system.

153 (New): The data carrier of claim 141, further comprising graphics data that is downloaded from said first game apparatus through a data transmission link to said portable game system and processed in said second processor in said portable game system.

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154 (New): The data carrier of claim 141, wherein said data transmission link is partly wireless.

155 (New): A game system comprising:

(a) a first game apparatus having a first processor for executing a first game program that generates first polygon data that represents plural body parts of a first 3-dimensional player-controlled character moving in a first simulated 3-dimensional game world, and means for texture mapping said first polygon data for display on a first display device;

(b) a separately housed portable game system having a discrete display device for displaying variable images and having a second processor for executing a second game program that generates second polygon data in accordance with game data transferred from said first processor;

(c) a data transmission link for transferring said game data from said first processor to said second processor;

(d) said second processor for generating said second polygon data that represents plural body parts of a second 3-dimensional player-controlled character moving in a second simulated 3-dimensional game world; and

(e) means for texture mapping said second polygon data for display on said discrete display device in said portable game system.

156 (new): The game system of claim 155, further comprising a first manually operated control device for controlling movement of said first player character, and a second manually operated control device for controlling movement of said second player character.

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157   (new): The game system of claim 156, wherein said first and second control devices are housed in the same controller.

158   (new): The game system of claim 156, wherein said first and second control devices are housed in said portable game system.

159   (new): The game system of claim 155, wherein said first and second player-controlled characters are substantially the same character.

160   (new): The game system of claim 155, wherein said body parts comprise articulated fingers that are controlled by at least one manually operated control device.

161   (new): The game system of claim 155, further comprising at least one manually operated control device for selecting 3-dimensional directions in which said player-controlled characters are moved.

162   (new): The game system of claim 155, wherein said discrete display device is a liquid crystal display (LCD) device.

163   (new): The game system of claim 155, wherein said discrete display device displays a map of at least a portion of one of said game worlds.

164   (new): The game system of claim 155, further comprising at least one touch sensitive data entry device.

165 (new): The game system of claim 155, further comprising at least one touch sensitive data entry device that senses locations on said discrete display device of an object touching said data entry device.

166 (new): The game system of claim 155, further comprising a manually operated control device for controlling enlargement and reduction of a selected area of one of said game worlds for display on said discrete display device.

167 (new): The game system of claim 155, further comprising a plurality of said portable game systems, each receiving game data transferred from said first game apparatus.

168 (new): The game system of claim 155, wherein said first game program is stored on a program/data storage disk and wherein said first game apparatus further comprises a disk reader for reading said first game program from the storage disk.

169 (new): The game system of claim 155, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said first game apparatus reads said portion of said second game program from the storage disk and transfers the second game program portion to said portable game system for execution in said second processor.

170 (new): The game system of claim 155, wherein said first game apparatus is a portable game system.

171 (new): The game system of claim 155, wherein said first display device is a discrete display device.

172 (new): The game system of claim 155, wherein said data transmission link is partly wireless.

173 (new): The game system of claim 155, wherein said data transmission link is a wire link.